

## GREETINGS !

If I've managed to do it the surprise is thanks to JIM PALMER, more in store ! The major news is that MIKE PENNEY has finally lost his "mention in despatches" record ! I've had to forgo the polite mention for Mike in favour of BOB ADAMS, who I incorrectly called RAY in the last issue. Apologies to Mike and Bob, it is "Adams" in't it ? Mike'll know ! Less major, but nonetheless interesting is my CRACKED BONE IN WRIST. "Good job it's your left hand said nurse !". I know what she meant, I'm left-handed ! [ Stop sniggering, Simon ! ]. You will already know the news is late, now you know why. The headline explains how I'm getting this done [ painfully ], and why it appears overall a very odd newsletter in terms of content. I've gone for the least typing possible - and who wouldn't ? To be fair Simon said he'd do the typing, but he only got as far as "it's face was black as snow", before he ran out of jelly babies and demanded a meeting with ACAS. Not only that he'd decided to rename the news BONZO USERS MAGAZINE, which for some inexplicable reason he found quite hilarious. I think he's getting his own back because when I fell off my chair whilst talking to Jamie [ hence the WRIST ] he missed it ! Got pretty aggressive throwing jelly babies at me because I refused to do it again so that he could watch ! Sick that one is !

## COMPILATION NEWS

TRIPLE DECKER transfer exactly as suggested by 600 list.

MICRO SELECTION [ THE EDGE ] Both transfer HACK PACK.

CLASSIC COLLECTION OPTION 2 as expected, but some reports of problems with AXIENS.

10 GREAT GAMES II [GREMLIN] - will cause some heartaches ! As far as I can see DUCT [ OPTION2 ] is about the only one you'll get. As far as the rest are concerned, BANKRAID will help with most. NOTE that SAMURAI TRILOGY is a MULTI-LOADER, and that MASK uses multi-loader techniques. NEITHER are "specials", DEATH WISH 3 is a 6128 only "special".

WE ARE THE CHAMPS. [OCEAN] Essentially BLITZ [ BLITZ4 ] including SUPERSPRINT & INTERNATIONAL KARATE+, which were previously OPTIONS ! RENEGADE is main file only. All four parts of BARBARIAN as previous, OPTION2 [2X preferred].

SIX PACK VOL. 2 LIGHTFORCE & SHOCKWAY, HACKPACK. ACE and BATTY and INTERNAT KARATE PT1 & PT2 are OPTION 1. Just like Colin Evans says; for KARATE just keep the IK1 and IK2 files, they run as are. Probable suitable cases for compressing too.

OPTION 1 STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "\*" SEE NOTES FOLLOWING.

ALL NEW BLOCKBUSTERS\*, STEVE DAVIS SNOOKER [ re-issue BLUE RIBAND ], VILLAGE OF THE LOST SOULS, SPINDRONE, TOMBSTOWNE, PORT STANLEY, BRAXX BLUFF, DIAMOND MINE, PYTHON PETE, SCREWBALL, CASTLE ASSAULT, CAPTAIN KIDD\*, REBEL STAR\*, DEATH OR GLORY, SABOTAGE

## ALL NEW BLOCKBUSTERS DOMARK

This is a bit naughty, and really qualifies as a BIG BUST. Transfer everything with OPTION 1, RELOCATION OFF, the last file is called "BLOCK6". What makes this awkward is the undisguised attempt to make it unplayable from disc ! The file "BBC.BIN" which transfers early on from the tape will load up to &AC00, thus swiping the "disc buffer" area which we still need for the other files. The file is &7000 bytes long and loads to &3C00 - but at least the last &600 bytes are absolute garbage and can be dispensed with ! This will leave our disc buffer clear ! Simple way to sort "BBC" is a one liner,

```
10 OPENOUT"D":MEMORY &2BFF:CLOSEOUT: LOAD"BBC",&2C00:SAVE"BBC",B,&2C00,&6A00
```

Yes, deliberately loaded to a lower address to do the slicing. Erase the BBC.BAK file.

Now we've got to get around a complicated bit of code that causes "BAD COMMAND" when it tries to get the "BLOCK" files. Simple way is to leave it as it is and put a "PATCH" in. This will save the patch to the disc [ quite full isn't it ?].

1 REM: CREATE THE PATCH FOR ALL NEW BLOCKBUSTERS

```
10 FOR x=&be80 TO &bed2:READ a$:y=VAL("&"a$):POKE x,y:cs=cs+y:NEXT
```

```
20 IF cs<>9538 THEN PRINT"data error":END
```

```
30 SAVE"PATCH",B,&be80,&52
```

```
40 DATA f3,21,77,bc,11,cf,be,01,03,00,ed,b0,21,98,be,22,78,bc,3e,c3,32,77,bc,c9,21,cf,be,d5,f3,11,77,bc
```

```
50 DATA 01,03,00,ed,b0,3e,37,21,ce,be,34,be,20,02,36,31,21,c9,be,06,06,d1,cd,77,bc,e5,f5,21,98,be,22,78
```

```
60 DATA bc,3e,c3,32,77,bc,f1,e1,c9,42,4c,4f,43,4b,30,00,00,00,00
```

Having got that tucked away you need to introduce it via the basic loader BLOCKBUS. SIMPLE ! Load BLOCKBUS, list it and note the line that CALLS &6003. Insert a line immediately before that with these instructions,

```
LOAD"PATCH":CALL &be80
```

Re-save BLOCKBUS, erase the .BAK file and it's all done. Just RUN"BLOCKBUS". The game will load BLOCK1 as the first set of questions, then BLOCK2 and so on. After BLOCK6 it will restart with BLOCK1. The crafty amongst you will see that a little poke to the PATCH file will start it at the block you choose. Have fun, CAN I HAVE A P PLEASE BOB ?

**CAPTAIN KIDD**

We all know that this is a 464 ONLY job don't we ? A natter with PHIL WHARFE produced the 6128 fix; Transfer with OPTION 1 and then list the basic loader. Find the CALL 28000, and insert a line immediately before it with these two pokes,

POKE &7545,&bf: POKE &7546,&b8

Resave the file ! Gotta 664 ? No problem - same pokes.

**REBEL STAR - TODD FLETT'S FIX**

The information comes from MOUNTAIN VIEW, NEW SOUTH WALES. Stop and ponder that a while ! You realise, of course, that it took me two months to tumble that I was trying to read Todd's letter upside down. As Todd points out, this is not at all a bad game. You would normally have two separate sets of files, one for the one-player game, t'other for the two player. However, if you transfer OPTION 1 - RELOCATION OFF, you can discard the two loaders, and one of the 8K files. Ensure that you have a 35K file named 1REB, a 34K file named 1REB1, and one of the 8K files named 2REB. Type this in and save as "REBEL", and you've got TODD's very neat, tidy and economical version which allows you to select one or two player option. Memory is very tight here, so don't add anything, you could merge several lines together where appropriate to save some memory.

```
10 CLS:BORDER 0:INK 0,0:PEN 3:INK 3,26
20 LOCATE 15,6:PRINT"REBELSTAR"
30 LOCATE 6,20:INPUT"PLEASE SELECT 1 OR 2 PLAYERS";X
40 IF X<1 OR X>2 THEN 30
50 CALL &BBFF:CALL &BB4E
60 IF X=1 THEN 70 ELSE 120
70 RUN 80
80 OPENOUT"D":MEMORY 699:CLOSEOUT
90 LOAD"1REB.BIN",700: LOAD"2REB.BIN",35710
110 CALL 700:GOTO 110
120 OPENOUT"D":MEMORY 1999:CLOSEOUT
130 LOAD"1REB1.BIN",2000: LOAD"2REB.BIN",35710: CALL 2000
```

**OPTION 2 HEADERLESS FILES.** [ But use OPTION2X, says everyone. ] Some more for my favourite routine, ADRIAN MOLE [all], KNIGHT ORC [all], GARFIELD, WRIGGLER[PLAYERS],and \*\*\*\* PRO SKI SIMULATOR and 3DSTARFIGHTER [ CODEMASTERS ] \*\*\*, MOTOS[2M], FLYSPY [2X, was a "special" - is this another change ?]

I can't be sure as to whether the CODEMASTER ones are "early" versions, with SPEEDLOCK being the current type - or whether CODEMASTERS have dropped SPEEDLOCK in favour of OPTION2[X]. Why don't they put us on their mailing list ? Oh, I see, Simon ! I hadn't thought of that !

MOLE & KORC are LEVEL9 and OPTION2X only. It would seem that all LEVEL9 as now issued are OPTION2X, and have the horrid input code requirement on saving games. Saved games can ONLY be to tape [ without major juggling ], very short and quick anyway. HOWEVER, note that each BACK1 file should be modified by the following to enable the SAVE/LOAD to tape correctly.

It's under USER,7 on all BSM1988 supplied with this newsletter.

```
1 REM: LEVEL 9 ADVENTURES via OPTION2X NEED BACK1 MODIFIED FOR RESTORE
10 REM:set himem at start-1 of back1 to resave file to enable tape saving.
20 OPENOUT"D":MEMORY &3fff:CLOSEOUT:CLS:HM=HIMEM:LOAD"BACK1"
30 A=256*(PEEK(HM+3))+PEEK(HM+2)
40 POKE A+&4a,&18:POKE A+&4b,&8
50 FOR X=A+&54 TO A+&67:READ A$:POKE X,VAL("&"&A$):NEXT
60 INPUT "LAST FILE LETTER LOADED [for D1 enter D]";Y$
70 POKE A+&5b,ASC(UPPER$(Y$)):PRINT:PRINT
80 PRINT Y$;:INPUT" - IS THIS CORRECT ?";C$
90 IF UPPER$(C$)<>"Y"THEN CLS:GOTO 60
100 CLS:SAVE"BACK1",B,HM+1,(A+&68)-(HM+1),HM+1: PRINT"DONE!"
110 DATA cd,7a,bc,3a,a1,be,fe,43,20,ef,3e,cf,32,37,bd,cd,37,bd,18,e5
```

**OPTION 3 FLASHLOADERS.**

The RICOCHET version of DAN DARE goes OPTION3 as did the original. The compilation version was OPTION2 with a "hairy" loader, and does not go with 2X ! Lief reports that the Danish MASTERTRONIC version doesn't.

**OPTION 4 Not to be confused with the MENU OPTION !**

You can add the FIREBIRD version of DARKSTAR to this list, and EARLY versions of ON THE RUN.

*BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY' WALLY, SAS STRIKEFORCE, AVENGER[not the S'lock early vsn. ] FUTURE KNIGHT, EQUINOX, FOOTBALLER 'O YEAR, LIVING DAYLIGHTS, HERBERT'S DUMMY RUN, 3 WEEKS IN PARADISE, and TANKBUSTERS[some versions, and probably 464 only !], 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD].*

Duncan Whyte [ GARFIELD ] spotted that the BBPATCH file for SPEEDLOCKS will also run OPTION4 files under BIGBONZO. You'll need to incorporate the file with the 3WEEKS basic loader to get that one going. Duncan's managed to do it.

**OPTION 5** Not to be confused with the MENU OPTION ! \* = reported terminally ill !

Word has it that SUPERSPRINT+ is OK, and a few others - but I await the second confirmation of these. Watch out for any of these appearing on compilations - could become SPEEDLOCK !

**BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, KNIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT.KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP'SHIP BASKETBALL, DIZZY DICE, TANIUM, RADIUS\*, SHANGHAI KARATE**

If you XOR disc files misbehave, then use this [ just line 20 ] to get it going;

10 REM: this runs OP5 XOR, change name if needed in line 20 20 CALL &bbff:LOAD"CASSBIX":POKE &bf62,0:POKE &bf63,&10:CALL &bf1b

#### OPTION 6

Only one new confirmation, the re-issue of GHOSTBUSTERS. Note that KILLER COBRA and ROLLAROUND from MASTERTRONIC give the appearance of being OPTION 6 - but aren't. The similarity is destroyed by the basic loader. Maybe a "fix" in NEWS 20.

**ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, MOLECULEMAN, and the re-issues of ALIEN 8, GHOSTBUSTERS and SABRE WOLF.**

#### BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [ by the name of BLITZ ! ], this is also on BSM1988 and takes care of at least; **ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE.**

A little mod will get BUNLOCK [ or BLITZ ] doing the three HIGHLANDER games.

10 LOAD"BUNLOCK": POKE &A030,&CD: ;TAPE: CALL &9ee0

Run this instead of BUNLOCK, it'll load BUNLOCK from disc, modify it, and then run it. Switch to destination disc before starting the tape loading. You'll need to do it for each of the 3 games, and as the filenames are the same don't use the same disc each time ! Think about it ! Not you, Simon ! You could damage yourself.

#### BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

**FRUIT MACHINE [ CODEMASTERS ]\*, STUNTMAN, ARKANOID2[Main file], Use BLITNUXL for WIZBALL & NIGEL MANSELL[Main file]. See BUNLOCK**

There are now a number of compilations employing mainly BLITZ4 that are dealt with entirely by BLITZ. The individual games were originally under various types of protection. Watch out - there's compilations about. No Simon, EX-LAX doesn't cure compilations. FRUIT MACHINE will transfer [BLITZOLD] leaving a short standard file on the tape. This can be picked up every time by the disc files, but better is to transfer the short file using OPTION1 from BSM. RENAME this file, "D.BIN" - and then use this revised loader which will run the whole thing from disc.

1 REM: CODEMASTERS FRUITMC[BLITZ] & D.BIN LOADER

10 FOR x=&be80 TO &bedf:READ a\$:Y=VAL("&"\*a\$):POKE X,Y:CS=CS+Y:NEXT

20 IF CS<10815 THEN PRINT"ERROR!":END:ELSE CALL &bbff:CALL &be80

30 DATA 21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,d2,be,34,21,cb,be,06,08,11,b0,3a,d5,cd,77,bc,e1,cd,83,bc,cd

40 DATA 7a,bc,00,3e,c9,32,a2,be,cd,b0,3a,21,00,c0,22,95,be,cd,8b,be,21,40,00,22,95,be,cd,8b,be,3e,01,32

50 DATA cc,76,21,c3,76,22,ce,76,c3,88,71,46,52,55,49,54,46,4c,2f,90,0c,90,0c,90,0c,90,0c,90,0c,90,0c,90

#### HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

**VENOM, MESSAGE FROM ANDROMEDA, BRAINSTORM, MUGGINS THE SPACEMAN, ZOLYX , NINJA SCOOTER SIM, DOODLEBUG, BUBBLER, DEMON'S REVENGE plus Bob Adams reports MOST INCENTIVE ADVENTURES AS NOW ISSUED.**

#### SPECIALS

These programs, that cannot be done via BSM, or any utility [ some can be done via BANKRAID on a 6128 ] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. \* = Do it yourself with BANKRAID !

**HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES ( 2 full sides ), ZAXXON, BOUNDER\*, THING ON A DING\*, ROCKY HORROR, STAINLESS STEEL\*, TOMAHAWK,TRIVIAL PURS\* (main file only), TLL\*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, REVOLUTION. GALIVAN. EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS\*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE\* , HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2\*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RAMPAGE\*, RYGAR, DANGEROUS, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, BOBSLEIGH, DRACULA [ 3 parts - one side ], GRYZOR and OUT OF THIS WORLD [ 6128 only, a FULL side each ], FORBIDDEN PLANET, 3DFIGHT, BILLY, FLASH, SOCCER86, MGT, ZOZ2099, BASIL THE GREAT MOUSE.**

**SHOGUN, XENO, STARION, TRAILBLAZER, WESTBANK, KOBASHAYU NARU, NOSFERATU, ELITE, STORMBRINGER, BALLBREAKER, EXOLON, ACADEMY, REDLED, EVENING STAR, KRAKOUT, WIZBALL** being BIGBUSTS are, of course, available as specials.

BONZO BLITZ, OPTION4 and OPTION5 transfers are removed, but they are still available if needed. Charges: £12.50 per disc ( we supply the disc and return postage ) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! **NOTE NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.**

**BANKRAID - THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE.** Only available from Neil. Keep sending him your info !  
 If you've not got a copy of BANKRAID III and have a 6128/expanded 464, a small knowledge of M/Code then send him A DISC AND £6 and you've got it ! Note that the price has just been settled. The whole program is of total commercial quality - definitely worth £12.50. If you are upgrading from an earlier version then I'm sure Neil will settle for a suitable reduced sum.  
 Last month's ALIENS patch address should have been &80a2, sincere apologies from the originator for this. NEARLY all newsletters were hand-corrected, and I don't think anyone got into a panic that wasn't quickly resolved.  
 I haven't anything from NEIL this month, VERY, VERY busy with examinations, and he's only about 5% effective CPC-wise for the next few weeks. We can expect something interesting to make up for it next time.

NEIL MacDougall 130 ROBIN WAY, CHIPPING SODBURY, BRISTOL, BS17 6JS.

#### BANK RAIDING without BANKS ?

Still available from LUKE .... A useful meddle! This program will work on any machine, virtually automatic, and will enable you to "grab" some of those otherwise "specials". Makes a good job of most HEWSON type loaders too. Recommended, a disc and a donation to Luke's Development fund -

LUKE IRELAND, 4 LONG WOOD, BOURNEVILLE, BIRMINGHAM , B30 1HT.

#### INFINITE WOTSITS and ETERNAL THINGIES

Another pair of "goodies" from Gerard, I selected these as they are games that most of you are likely to have. New life for old games with Gerards super juggles !

```

10 'Shockway Rider Cheat Loader / This runs files from an Option 1 xfer
20 'save as SHOCKWAY.BAS
30 MODE 1:OPENOUT "d":MEMORY &7cf:CLOSEOUT
40 PRINT:PRINT:PRINT
50 PRINT"          *****"
60 PRINT"          *              *"
70 PRINT"          * Shockway Rider *"
80 PRINT"          *              *"
90 PRINT"          *****"
100 PRINT:PRINT:PRINT
110 LOAD"SHOCKWAY.BIN"
120 PRINT"  Do you want invulnerability ? (y/n)"
130 a$="":WHILE a$="":a$=INKEY$:WEND:a$=UPPER$(a$)
140 IF a$<>"Y" THEN CALL &7e0
150 POKE &868,&80:POKE &869,&be
160 FOR add=&be80 TO &be8a
170 READ a$:POKE add,VAL("&" +a$):NEXT
180 CALL &7e0:' See notes at end
190 DATA 3e,00,32,97,96,32,d2,76,c3,a4,73
200 'Note:- Don't CALL &7d0 or the Cassette operating system will be selected !

```

LOOK !  
 BLANK SPACES  
 SIMON !

```

10 'Defend or Die cheat loader
20 'Save as DEFEND.BAS
30 'DEFEND2.BIN is the 17K file from an Option 1 Xfer
50 MODE 1:OPENOUT"!d":MEMORY &3FFF:CLOSEOUT
60 PRINT:PRINT:PRINT
70 PRINT"          *****"
80 PRINT"          *              *"
90 PRINT"          * Defend or Die  *"
100 PRINT"          *              *"
110 PRINT"          *****"
120 PRINT:PRINT:PRINT
130 LOAD"defend2.bin"
140 INPUT"  Enter number of lives (1-99) ",l$
150 PRINT:PRINT
160 POKE &64e4,VAL("&" +l$)
170 INPUT"  Enter number of smart bombs (1-99) ",sb$
180 POKE &64e9,VAL("&" +sb$)
190 CALL &4025
200 a$="":WHILE a$="":a$=INKEY$:WEND:a$=UPPER$(a$):RETURN

```

Marey ad a littel lam, she also ad a bare Ive offen seen er littel lam\*4+++++ Get out Simon, these could've been a couple of useful lines ! So what if you are out of jelly babies ? No you can't do that. OK then, just a bit. Not there Simon, NOT THERE !!

## THE BIG BUST KRAKOUT

A BIG BUST by the name of KRAKOUT makes the mind wander [ or wonder ! ]. The first file gets KRAKOUT1 & 2 to disc. The second creates KRAKOUT.BIN which is needed to run it. All set for BIGBONZO FORMAT too. A BIG BUST to prove a point ! Yes, alright Simon - TWO points, and stop sniggering !

```
10 MEMORY &9FFF:REM GET THE KRAKOUT FILES TO DISC
20 FOR x=&a000 TO &a000+214:READ a$:y=VAL("&"a$):cs=cs+y:POKE x,y:NEXT
30 IF cs<>22699 THEN PRINT"DATA ERROR":END
35 CLS:PRINT"FULLY REWOUND KRAKOUT TAPE IN PLAYER...DISC IN DRIVE...PRESS ANY KEY":CALL &bb18:CALL &bbff:CALL &a000
40 DATA cd,37,bd,f3,21,15,a0,11,40,00,01,bf,00,ed,b0,c3,40,00,00,00,00,21,00,00,11,00,01,06,00,d5,cd,77
50 DATA bc,e1,cd,83,bc,cd,7a,bc,21,62,00,22,05,01,2a,38,bd,22,94,00,c3,00,01,f3,11,00,c0,21,00,a6,01,00
60 DATA 1a,ed,b0,21,7c,00,11,80,be,01,c0,00,ed,b0,c3,80,be,31,00,c0,01,c0,7f,ed,49,d9,01,89,7f,ed,49,d9
70 DATA 21,97,be,e5,e5,cd,44,00,21,00,00,7c,e6,3f,67,22,a8,be,d9,cb,91,ed,49,d9,cd,00,00,cd,02,bc,cd,bd
80 DATA bb,cd,51,bb,cd,03,bb,cd,28,bd,21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,00,bf,34,21,f9,be,06,08,11,80
90 DATA 03,d5,cd,8c,bc,e1,11,80,a2,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,e3,be,21,00,c0,22,ce,be
100 DATA 21,00,1a,22,d6,be,cd,c4,be,c7,4b,52,41,4b,4f,55,54,30,00,00,00,00,00
```

## 1 REM: CREATE THE BINARY KRAKOUT LOADER

```
10 FOR x=&be80 TO &bf02:READ a$:y=VAL("&"a$):cs=cs+y:POKE x,y:NEXT
20 IF cs=14620 THEN SAVE"KRAKOUT",B,&be80,&82,&be80 ELSE PRINT"DATA ERROR !":END
30 DATA 2a,42,be,11,00,be,01,19,00,c5,d5,ed,b0,21,ff,ab,11,40,00,0e,07,cd,ce,bc,e1,c1,ed,5b,42,be,ed,b0
40 DATA 21,01,bf,34,21,fa,be,06,08,11,80,03,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,b7,be,01,01,bc
50 DATA ed,49,04,0d,ed,49,21,00,c0,22,aa,be,cd,a0,be,f3,21,de,be,11,40,00,01,40,00,ed,b0,c3,40,00,31,80
60 DATA 03,21,00,c0,01,00,1a,11,00,a6,e5,ed,b0,e1,75,01,fe,3f,11,01,c0,ed,b0,c3,94,4e,4b,52,41,4b,4f,55
70 DATA 54,30,2b
```

## WIZBALL A BLITZ NICK !

The file you can create with this is actually on BLITZ discs currently issued. As it deals with WIZBIZ and the main file of NIGEL MANSELL I thought I'd make it available to BSM users, gets another "special" out of the way and gives a taste of how BLITZ works. If you've not got it on your BLITZ and don't want to type it in - then get it up-dated !

## 1 REM: CREATE BLITNUXL for WIZBALL / OPTION 5 NEEDED AS MARKER

```
10 MEMORY &3fff:LOAD"option5",&4000:A=63:B=124:G=PEEK(&423a):H=PEEK(&4259)
20 FOR x=40688 TO 40688+703:READ a$:Y=VAL("&"A$):POKE X,Y:CS=CS+Y
30 IF Y=A THEN POKE X,G
40 IF Y=B THEN POKE X,H
50 NEXT:IF CS=66808 THEN SAVE"BLITNUXL",B,40688,704,40688:ELSE PRINT"WHOOOPS!"
60 END
70 DATA 7c,00,9f,11,c0,ae,01,40,02,ed,b0,c3,c0,ae,00,00,cd,37,bd,06,00,11,00,90,cd,77,3f,e5,c5,d5,eb,cd
80 DATA 83,3f,cd,7a,3f,d1,c1,e1,ed,43,29,af,ed,53,00,af,ed,53,51,af,06,07,11,f6,b0,7e,fe,40,fa,f0,ae,12
90 DATA 13,23,10,f5,7c,ff,ab,11,40,00,0e,07,cd,ce,3f,7c,00,00,11,09,00,19,7e,32,7c,af,32,90,b0,32,a4,b0
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260 DATA 4c,44,09,41,2c,28,48,4c,29,0d,06,04,4c,44,09,28,53,55,42,31,29,2c,41,0d,10,04,4c,44,09,28,48,4c
270 DATA 29,2c,23,30,30,0d,1a,04,49,4e,43,09,48,4c,0d,24,04,4c,44,09,41,2c,28,48,4c,29,0d,2e,04,4c,44,09
280 DATA 28,53,55,42,31,2b,31,29,2c,41,0d,38,04,4c,44,09,28,48,4c,29,2c,23,34,30,0d,42,04,49,4e,43,09,48
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IME SIMON an I du all the reel work round ere. If yew want sum reel gud stuff wot Ive dun then send LOADSAMONEY to me Simon marked special and privet fur simon an Ile du yew summit reely gud wot yu cant get frum that twit col or bonzo. wheres all the p



**HARRY'S CRUNCHY FILES** More delighted reports from "meddling misers".

Harry's latest version will now compress HACKPACK [ 6128 FILES ], BLITZOLD, BLITZ [ and BUNLOCK ], BLITZ4, BLITZNU, and single binary file transfers. Many examples quoted from happy users of savings up to 20K per game. A "built-in" option to run from BIGBONZO format too ! Harry will up-date your old version as a treat, if you've not got it yet then here's how: Harry supports a local children's cause, cheques made payable to HARRY MOORE will be used to swell the funds. Send cheque and disc to me, and I'll sort it out for you.

#### SCREAM !

**NICK GEEVES** Meddler of repute, has a 6128 project involving a couple of games in mind. Would appreciate some help, Machine Code. Graphics, ideas etc. "Haven't got a clue where to start", says Nick. All hands to the pumps, contact Nick at,  
20 HORDLE ROAD, BEDHAMPTON, HANTS, PO9 4BA TELEPHONE [ It's ex-directory, and I can't find it ! ].

**JOHN GRIFFITHS** 24 ALVANNEY ROAD, ELLESMERE PORT, SOUTH WIRRAL, L66 3LA . PHONE[051] 339 3688 - would like some contacts. DMP1 and BASIC are current interests. John has a great deal of time to spend on his machine, and can be phoned any time up to 9pm.

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day. [ 0933 ] 623967.

**Luke Ireland** Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til latish.

Luke's phone number - 021 - 458 - 4804

**BRUM** and **COLCHESTER** GET THE LOW DOWN ON THE USER GROUPS from **LUKE** [ ABOVE ], **PHIL** [ BELOW ].

**PHIL THE DRUID** [ Colchester ] offers his number for general help, with adventures a special interest. Aided by Trevor the Hardware Man most problems should get sorted. Try Phil with printer problems !

**P.A.FERRIS** 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS. / PHONE [0206] 869371, for any general help, Not after 10.30pm. though ! Weekday evenings, after mid-day at weekends, but please avoid Thursdays.

**STEWART C. RUSSELL**, he who sorts out all the problems in MY programs [ it's the University environment that does it ! ] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,  
140 CAPELRIG ROAD, NEWTON HEARNS, GLASGOW, G77 6LA

**DEBBY HOWARD** - a distant member of the Colchester group is also a keen adventurer. Debby has completed a lot of adventures and will happily assist if you are stuck. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELECOM GOLD 74:MIK1511 - PRESTEL 219997199

**KAY & GRAHAM WHEELER** - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK !

PHONE is [ 0225 ] 26919 - that's BATH.

**BONZO ON ROM ?** via **RODNEY TIPPING** 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

#### WADAMIGONNAREADNOW?

**WACCI** from **WACCI** 75 Greatfields Drive, HILLINGDON, UXBRIDGE, MIDDLESEX UB8 3QN. £1.00 plus a GIANT SSAE gets the works!

**SUGAR-CUBE** from **STEVE BROKENSHIRE** 22 Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI !

Note that Steve's address from 22.4.88 is 23 HILLSIDE CRESCENT, BARNETBY-LE-MOLD, Nr. BRIGG, S.HUMBERSIDE. [PRESTEL 011112310].

**ADVENTURE PROBE** from **ADVENTURE PROBE** 78 Merton Road, WIGAN, WN3 6AT. Super Sandra's offering. £1.25 gets the goodies!

\*\*\*\*\*WHAT POKE\*\*\*\*\* mentioned in passing last week as worth investigating, may be so for a different reason ! Dave Evans sent a sub of £10.50 to WHAT NOW, got one issue and nothing else. No responses via the normal channels. Anyone know anything more to help Dave out ?

#### NEWSLETTERS & PRICES

Very many thanks to all of you expressing support for the newsletter at the new prices. Some have promised to re-subscribe from 22, others have actually sent their cheques. Judged by the promises then there will be no problems, but I must obviously wait to see what does happen shortly after 21 has gone out. Some of you have already sent cheques for a full year [ 10 issues, £12.50 ], so despite what I said about only accepting the 6 months, 5 issues sub at £7.50 I have to bow to your requirements. If you have sent a £7.50 cheque, you can make it up to the full year by sending the difference, seems fair ! So far I am just holding the cheques sent, except for those that included amounts for other things. As soon as the target of a realistic number of subscribers is reached I shall bank them, or return them if it doesn't happen. It looks likely that we will have the number needed BEFORE issue 21 is done, so thanks once again ! Many of your subs expire with this issue, look for the BIG "L" on the envelope ! If you want to ensure 20 & 21 without being committed to the further series then £1 and a couple of labels will do.

BACK-ISSUES 50p + SSAE, the 1-7 summary plus issues 8 to 18 will cost £7.00.

#### SPECIAL SPECIALS

A new feature to help offset the £12.50 [ £10.00 for subscribers ] SPECIALS. Each month I will sort two special discs to go at the old price of £6 each. I'll try to make them useful too. The fact that I'll be able to make a "master" means a lot less work. This month - the LORICIELS STRAIGHT SIX COMPILATION as one disc. The full TRIVIAL PURSUITS including questions, BIGBONZO FORMAT is the other. Yes ! I do want inlays as usual, and a cheque please ! Exit Simon trying to imitate a cold sore, muttering. That's it this time, sorry for the strange assortment. Wrist resting will now commence, HAPPY MEDDLING !.... Colin. **NEMESIS**